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Milestone Payment for Prey Project

Milestone 11- Production Phase

Due August 1st, 2002

\$150,000

Milestone Requirements

Production Phase

- Latest Design Document Updates Delivered
- Latest Tech Design Document Updates Delivered
- 72% of Game Content Finished
- 72% Characters Modeled
- 72% Textures Created
- 72% Level Geometry Completed
- 60% Animations Completed

Delivered

- Status Report
- Design Document has not changed, so Version 9.0 is included for a refresher in this update.
- Note that the Tech Design has not changed, so no update is included, though technical status is covered in the status report.
- Updated Game Levels for Feeding Tower, Grave 3, Grave 4
- Updated Game Models New Game Models including Hunter, Gasbag, Hound, and electrostatic tower
- New Models- ambient detail models (cilia, interface consoles, vomiters, iris door), weapons- tether gun and wrench
- Animated user interfaces on consoles
- Latest Game Textures including several new environmental textures, new character and environmental textures and latest revisions to previous textures
- Updated rough AI additions for creatures (can shoot creatures and kill them)
- Latest Animations including new animations for crawler, hound, hunter; environment animations- cilia, iris door, feeding mouth, and vomiter; weapons animations- crawler, and tether gun and updated animations for previously delivered characters